

Rusty Quill Gaming – [48] – [Ctrl! Alt! Destroy!]

RQG – [48] – [Ctrl! Alt! Destroy!]

[Show Theme - Intro]

ALEX

Hello and welcome to episode 48 of the Rusty Quill Gaming podcast. I'm your host and GM Alex Newall and with me today, I have

BEN

Ben Meredith

LYDIA

Lydia Nicholas

JAMES

James Ross

BRYN

Bryn Monroe

ALEX

And who are you playing?

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BEN

Zolf Smith

BRYN

Hamid the Halving Sorcerer.

JAMES

Sir Bertrand MacGuffingham.

LYDIA

Sasha Racket.

ALEX

I tried to throw you off by arbitrarily changing order – it didn't work!

LYDIA

Yeah we're wise to that.

BRYN

We're consummate professionals

JAMES

So we respond to our names!

(Group laughter)

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JAMES

Which I have perfected over the last 31 years!

ALEX

Well that's what training will do for you!

LYDIA

Took a while!

JAMES

It did!

(Group laughter)

BEN

He actually comes when called now!

(Group laughter)

ALEX

Have we got sit yet? Just runs the table laps whilst we're recording!

LYDIA

Let's not think about house training!

(Group laughter)

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ALEX

So, bit of an awkward one last session.

BEN

I think it went perfectly well.

ALEX

I didn't say it went badly! It went and lots of thing happened.

BEN

Certainly did.

ALEX

So as a reminder – obviously the party made their way via the underground, they ended up stumbling into the Ordinateur by meeting it.

BEN

Yeah, via dying.

ALEX

Via dying and you know.

JAMES

Unclear 01:22.

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ALEX

Bertie rocked up, stumbles.

BEN

Just asked nicely!

JAMES

Yeah.

ALEX

That's the generally the way the world seems to go when it comes to Bertie!

JAMES

Just ask the world and it will give.

ALEX

Amongst all the other things have happened, learning that the Ordinateurs are powered by reclaimed human brains and are sentient...

BEN

Tortured human brains.

LYDIA

Reclaimed human brains. There's no torture whatsoever.

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BEN

It's a very green recycle.

ALEX

They have been modified, a lot of memories to the point of destroying Francois Henri.

BEN

Yeah.

ALEX

And you ended up all actually spending a week there because you were in a little bit of a...

LYDIA

Just chilling.

ALEX

A little bit of a ...

BRYN

Cos it's a super powerful mission that controls everything and potentially won't mess with our minds.

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ALEX

So you know, let's just say...

BRYN

Definitely a CR appropriate encounter!

(Group laughter)

ALEX

Well last time...

LYDIA

Did we even spend a week there or did we just think we spent a week there.

BEN

Yeah it's true.

BRYN

We just had the memories of a week there implanted!

(Group laughter)

BRYN

Guys, this top I've started at the start of the week is still spinning.

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(Group laughter)

BRYN

I don't know what that means!

ALEX

So, yes, eventually, after a lot of conversations that were enjoyed by all.

LYDIA

Yeah, thanks, thanks Zolf, thanks Zolf, you can sometimes kill people to do good.

(Group laughter)

LYDIA

You can sometimes kill people...

BEN

That is objectively true.

(Group laughter)

BRYN

Thanks Poseidon. It's definitely what we should have taught the giant all powerful supercomputer.

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BEN

You know, you want to treat something with respect, and then it just throws it in your face.

BRYN

I wanted to destroy it from the moment I encountered it.

ALEX

Which leads me flawlessly on to...

BRYN

For the good of humanity.

ALEX

That's the last thing that happened I believe – is you summonsed all of the suspects into a room.

(Group laughter)

BRYN

I summoned all my allies into a room to help me deal with the fallout.

BEN

Hamid, why do you have that tiny fake moustache?

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(Group laughter)

BRYN

What do you mean fake? I prestidigitated it!

(Group laughter)

ALEX

It's just temporary!

(Group laughter)

ALEX

Totally real.

BYRN

It's just a handkerchief just very artily.

(Group laughter)

LYDIA

Origami moustache!

ALEX

So the last thing that happened is you called out for allies amongst any of the brains who were able to.

BRYN

Yeah.

ALEX

And declared that this thing needed to die.

BRYN

Yeah.

ALEX

And attacked what you believed to be its nutrient intakes as far as the conversations you'd been having.

BRYN

Yeah, I pushed the big red button.

ALEX

You pushed the big red button.

BRYN

Turned everything off.

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ALEX

After – I should point out that in the previous week, Sasha had a lot of heartfelt moments.

LYDIA

I did tragic I did, it was tragic.

ALEX

Zolf had a lot of introspection and sort of astrally led outro-spection I suppose – I'm not sure what to call it.

JAMES

Praying?

LYDIA

He prayed.

BEN

I did, I prayed.

ALEX

He prayed.

LYDIA

To his God.

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BEN

I phoned a friend.

BRYN

I like outro-spection – I think that's a really good word!

(Group laughter)

ALEX

And then all Bertie did was you know, psychologically manipulate something that loved him and just needed to have it explained.

BEN

It didn't love him at the time but should have according to Bertie.

JAMES

Yeah, and get blasted for...

ALEX

And had your entire contract physically inserted into your brain.

JAMES

Metaphysically inserted.

ALEX

Metaphysically inserted.

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BRYN

It's just tattooed on the surface, if you crack his head off...

(Group laughter)

ALEX

So we are picking up exactly where we left off. Hamid went all hacker on keyboard.

BRYN

Yeah.

ALEX

In sort of 90s typing fast, typing fast, typing fast style.

JAMES

That's the Vitruvian man on the screen.

(Group laughter)

JAMES

Carry on!

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ALEX

And I'm gonna start this session the way that all good sessions should start.

Everyone give me a Will Save.

BEN

Oh that's good! That's a terrible roll Zolf you twit!

JAMES

19.

LYDIA

9.

BEN

11 for Zolf.

BRYN

6.

ALEX

6 for Hamid.

BEN

He's very happy about it!

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ALEX

Okay.

LYDIA

All of us go back to whatever we were doing before!

(Group laughter)

BRYN

I'm thinking this is going to be... this is on the cards, this is like slam-cut, we're all gardening!

LYDIA

Hamid, why didn't you bring us in here again, I didn't hear any of that.

(Group laughter)

ALEX

Also, you know what we should do? We should go and investigate this new simulacrum announcement!

(Group laughter)

JAMES

Yeah, true.

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ALEX

So, you slam on the buttons, there is a moment of quiet.

BRYN

Enough to have a standard action?

ALEX

We'll say three seconds of quiet.

BEN

Cool, I am going to channel positive energy in the middle of the control room.

BRYN

I'm gonna keep turning other things off. I turned off the nutrients. Turn everything off as I can.

JAMES

Is Brutor also in the control room?

ALEX

Brutor is in the control room in your papoose and he's happy now.

JAMES

Yes.

ALEX

Because that's okay.

BEN

A 30 foot sphere.

ALEX

30 foot sphere, yeah.

BEN

8 positive energy.

ALEX

Mmm-mmm. Can I get all of you to roll into initiative order.

BEN

15.

BRYN

8.

JAMES

13 for Bertie.

LYDIA

12 for Sasha.

ALEX

Okay, so initiative is rolled. You're in a room which is about 40-45 by 40-45 – it's a cube. The door that you came in is the only door in and out which leads into the large chamber full of all the columns and all of the brains!

BEN

Yeah.

ALEX

In the room at the very far side to the entrance was a huge bank of controls – it is 25 feet wide, it is deep because it sort of ramps away and then has lots more heading up into the rafters. On the left and to the right are lots of piping, wiring, nutrients. You're recognising actually it has a very similar set up to the thing that gave us our antagonist name of Mr Ceiling, which I will never forgive.

(Group laughter)

BEN

Him and Figgis can team up!

(Group laughter)

ALEX

So, it's a similar set up – an enormous amount of complexity where it wasn't made so that it can look nice and sleek like the higher levels – it's functional and efficient but that is all it is. So there is lots of things hanging down, cables hanging down and so on. Like I said, whilst it's a cube room, the ceiling is a little bit lower because of all the equipment that's hanging overhead – cables and so on. So, the second that Hamid slams down on the buttons and that channel positive energy happens, first there's a grinding noise – there's a sound as you can see pipes that were full of fluid suddenly running dry and a lot of the machinery is clearly reacting to that and not liking it – grating, grinding and it's very unhappy with the situation. This is immediately followed by Zolf who channels positive energy.

BEN

Yeah, making us all feel great!

ALEX

You all feel great but given that you're all mechanically at 100%, you feel fantastic.

BRYN

It's like a half-time orange!

(Group laughter)

JAMES

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Before the game starts!

(Group laughter)

BEN

Such luxury!

ALEX

And that Zombie who's been following you since the sewers where he just got a little bit of positive energy and he's going like, "ohhh! You!!!" but in all seriousness, what does happen is – actually describe the sphere for me Ben, it's your effect?

BEN

So it's sort of a brilliant shimmering white light – it's kind of like you get the slight sound of waves crashing.

ALEX

Oh cool.

BEN

And sort of this...

BRYN

Oh like one of those meditation tapes?

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BEN

Yeah you hear a whale...

(Group laughter)

BEN

Imitating sound of a whale.

(Group laughter)

BRYN

It's a whale!

JAMES

It is, it is!

BEN

It was a laugh of recognition.

(Group laughter)

Imitating sound of a whale.

BRYN

That's a dolphin.

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LYDIA

Yeah.

JAMES

Hang on – that’s a cod!

(Group laughter)

BEN

Yeah, a mix of sound all of that, it’s a bit of a cacophony, it’s like there’s a sort of watery bubble just kind of bursts out from.

ALEX

Now obviously it doesn’t heal any of you cos you don’t need the healing, but the second that it starts hitting any of the equipment, there is a huge amount of rupturing, of splitting, shattering, sparks, arced electricity and so on – everyone give me a perception check – it’s a passive one so it’s just a quick one.

BEN

21.

ALEX

21 to beat.

JAMES

9 – 15.

LYDIA

16.

ALEX

So everyone apart from Bertie – to shake things up ...

(Group laughter)

ALEX

You realise quite quickly, almost instantly, that as it's blowing up whole tracts of the room appear quite completely unaffected. So, certain parts of it are literally exploding, bits of shrapnel are blowing out, black fluid's pouring out, green fluid's pouring out and then other parts still unblemished, completely unaffected, and it doesn't appear like half this side, half that side – it is random components seem to have been completely destroyed and other components seem completely unaffected by that.

JAMES

Okay.

ALEX

So, at that moment, Zolf – what do you do?

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BEN

I'm going to shout, "everybody get over here and grab hold of me" and then I'm going to hold my action.

ALEX

Okay – Bertie?

JAMES

Bertie draws his sword and moves in the direction of Zolf.

ALEX

Okay. Sasha?

LYDIA

Sasha will run over to Zolf – baffledly and stand between him and the door.

ALEX

Okay. Before Hamid gets the chance to move...

BRYN

Oh good! That's always reassuring!

ALEX

The control panel begins to vibrate beneath your hands – you've still be pushing away and...

BRYN

I'm pretty much standing on it – like it's big and I'm not very tall.

ALEX

Suddenly, it erupts.

Explosion

In front of you and just a random assortment of components are thrust outwards and form an arm.

BRYN

Oh good. Spooky machine.

ALEX

Pulling out from the rest of the machinery, tearing itself out, components rearrange themselves into something approaching the arm. All of the components of it start forming themselves – broken components are making parts of it as much as fixed ones are. It is clearly a hodgepodge amalgamation – this isn't some kind of pre-made security mechanism – this is retrofitting on the fly with an enormous amount of power. It shunts itself up till it stands and it gives a mechanical roar which is vaguely reminiscent of whatever you heard when you were crossing the channel – like it activates some unwanted memories for you, but it gives a roar and tears itself out from the control panel of which it's left a couple of bits. Mechanically, it is a large monster – its arms

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come out from overdeveloped shoulders, dropping down to almost like its knee, maybe its feet. It's clearly like something tried to go "humanoid enough, go!" and it is has no face – it has arms, legs and a huge bulbous mass in the middle and ecor and other liquids are sort of dripping from it.

JAMES

Does it have a head?

ALEX

It has no head.

JAMES

Okay.

ALEX

It has a few things that used to be screens which are now displaying a random collection of numbers, colours and lines.

LYDIA

How very new aesthetic!

ALEX

But there's not much in the way of a face. We'll say that takes a full round. Hamid, you are not prone, however, you are toe to toe with a large awful looking constructed abomination.

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BRYN

I take the withdraw action.

ALEX

It's a good action.

BRYN

Which sacrifices my standard action but allows me to take a move action without triggering an attack of opportunity, as long as I'm moving away from an enemy that threatens me and I'll go both behind Bertie.

(Group laughter)

BRYN

And Zolf!

(Group laughter)

BEN

Nice!

BRYN

And feel much safer!

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ALEX

Zolf?

BEN

Who is held on to me?

LYDIA

I am.

BEN

Cool. I am going to cast Hide from Undead – it affects one touch creature per level, I'm level three, so these three, and it's will save to the gates, unintelligent undead are automatically affected, intelligent are not so.

ALEX

Okay.

BEN

If it fails the subject – can't see any of the water creatures, if it has reason to believe unseen opponents are present however it can attempt to find a strike for them, if a water creature attempts to channel positive energy turn or command undead, touch an undead creature, or attacks any creature even with a spell, the spell ends for all the recipients.

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LYDIA

Terms and conditions apply!

(Group laughter)

BEN

The second part of my action is to wheel myself just right in front of it.

ALEX

Okay.

BRYN

It can still see you.

BEN

Yeah, exactly.

ALEX

Okay, Zolf you've inserted your action obviously at the end of the initiative order.

BEN

Yeah.

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ALEX

Bertie, you're up.

BRYN

We don't know what the spell he cast was.

JAMES

Yeah.

BEN

Oh, I'm quite wise!

(Group laughter)

BEN

Can I retroactively say I whispered what actually it did – it can't see you anymore.

ALEX

I will allow this if only because not Zolf's not a moron!

BRYN

I do have 18 of wise so Ben doesn't have an 18.

(Group laughter)

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BEN

I will have very quickly whispered “it can’t see you, just get out!”

ALEX

Okay. Bertie, you’re up?

JAMES

Bertie’s seen a big roaring beastly enemy and he’s got a big sword so he’s just going to charge at it.

ALEX

So you charge! Very well!

JAMES

Aarrgh!

BEN

Expands for everyone.

(Group laughter)

LYDIA

For all of us?

BEN

Yeah, if one person breaks, everyone breaks.

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LYDIA

Well done!

JAMES

Well you could have told me that couldn't you?

BEN

No I did!

(Group laughter)

ALEX

Bertie, do you power attack or do just attack?

JAMES

God no, let's power attack.

ALEX

Okay.

JAMES

I think Bertie ...

LYDIA

With some pomp and pageantry!

(Group laughter)

LYDIA

Does it count as furniture?

BRYN

You can sacrifice one, two or three points of your attack bonus. You're getting a plus two from charging.

JAMES

On the basis that Bertie will have heard that the big beastie cannot see him, so will go for it at full throttle assuming that you know, this thing won't be able to react.

BRYN

It should be flat-footed against you which provides unclear 13:41 in theory.

JAMES

Yeah, so I'll go for that, I'll go for three.

ALEX

Okay, go for it.

JAMES

So that is plus 6.

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BRYN

So that is 19 plus 7.

JAMES

Plus 7 sorry, that's 20.

ALEX

20 – it's a hit!

LYDIA

Golly.

ALEX

It's a good hit. Roll damage.

BRYN

That plus three points so it's your damage, you normally get plus four, you're getting an additional plus 6 so it's going to be this roll plus ten. 20. 20 points of damage!

ALEX

20 on the first attack!

BEN

That's pretty grim.

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BRYN

Bertie, oh dear!!!

(Group laughter)

JAMES

I'm back baby!

(Group laughter)

BRYN

So the big man has a big sword and hits someone with a glance.

(Group laughter)

ALEX

Cor! So, it is a huge hit – you swing at it with your bastard sword – it buries itself into the machinery – it cuts through piping and cabling and so on – there is a screech of metal on metal as it doesn't succeed in piercing through all of it – it is literally a huge hulking amalgam of metal and things. It cuts through anything that it could but nonetheless, you find it in the middle of the mass and have to pull it physically free.

JAMES

Yeah.

ALEX

There is now a gash open in the side of it, but it didn't do nearly as much damage as you hoped or would be used to if it was a big meaty person.

JAMES

Yeah.

ALEX

Sasha, you're up.

LYDIA

So, if I stood there I'd be flanking you.

BEN

Correct.

ALEX

Correct – remembering that if you move through a square that it threatens and then out again, it can take an attack of opportunity – you've got enough space to run around – you could also always tumble...

LYDIA

Go round the back.

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ALEX

Which allows you to sort of somersault through a threatened square but you are only able to move half as far tumbling, so you've moved it.

LYDIA

Yeah now...

ALEX

Presumably "ching-ching" on the fly.

LYDIA

Gonna – yeah, yeah, yeah and now gonna sneak attack him.

ALEX

Go for it. Because you've moved first, you only get the one attack but it is a full sneak attack and if you are there at the start of the next round, you get to go all stabby-stabby on him.

LYDIA

Yeah. So 19.

ALEX

19. Which is another good hit.

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LYDIA

Yay.

ALEX

Roll me your sneak attack damage.

BRYN

You get the basic weapon damage and then the two D6.

LYDIA

Oh right, so oh, I get my D4, fantastic!

BRYN

Yeah, don't forget those D4s!

LYDIA

Oh – 1!!!

(Group laughter)

LYDIA

Plus my D4 – I only get one D4, only one dagger, right.

ALEX

Mmm-mmm.

BEN

Of course it may lead into a sneak attack but Alex hasn't told you what to roll it so...

LYDIA

And then 7 from my D6. 7 for sneak attack, 1 from the dagger itself, so 8.

ALEX

Okay. Describe how you attack and I'll say what the result is.

LYDIA

Sasha launches away from Hamid, runs around in a slight curve so as to stay out of the reach of its groping blind mechanical arm and runs round the back and reaches in with a dagger and snips through one thick pulsating pipe. Liquid spills everywhere – it's black and yuk and greasy.

ALEX

Again, however, you do encounter some metal as you're going through. It doesn't damage your blade, it doesn't turn the knife or anything but nonetheless, again, you very much get the impression that it was you choosing a good juicy target to hit was definitely the right call – suddenly its right shoulder suddenly sort of compresses down slightly as its losing – *whoosh* – pneumatic, something like that. It's a solid hit. A voice, as if from everywhere, goes "I really didn't want to have to do this, I'm very sorry guys, why would you do that Hamid?". The creature then takes a swing at Bertie – *imitates*

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sound of metal thump – it kind of glances, it doesn't really engage. It then takes a swing at Zolf.

BEN

Cool.

ALEX

And misses.

BEN

Oh okay.

ALEX

It just – whoosh – swing and a miss.

LYDIA

Over your head.

BEN

Yeah.

JAMES

Misses it but you're sat next to it in a wheelchair and he misses you.

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BEN

That's actually fine. The best thing about having a low dose character is that my flat footed AC is the same as my AC.

(Group laughter)

BEN

I have no decs bonus so sat down, standing up, doing a dance, all the same!

(Group laughter)

BEN

I only get... I'm only kind of tough to hit because I'm wearing stuff that makes me tougher to hit.

ALEX

I love the idea that you're selling having a crippling low AC the same way as...

BEN

It's not even crippling low! It's average!

ALEX

He's as hard to kill asleep as he is awake!

(Group laughter)

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BEN

Now I could go either way!

(Group laughter)

ALEX

But yeah, it misses, so Hamid, you're up.

BRYN

Hamid, being a sensible non-melley combatant, retreats slightly, having learned from Sasha, putting his back to a wall like this thing emerged from a wall.

(Group laughter)

BRYN

Seeing approximately where he is.

(Group laughter)

BRYN

But then were no walls! Casts a magic missile and does five damage.

ALEX

Can you give me the damage per missile?

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BRYN

Two and three.

ALEX

Two and three, okay.

BRYN

I'm beginning to suspect this thing has some sort of damage resistance guys from the questions that Alex is asking.

ALEX

Zolf, you're up.

BEN

Yes, is there any part of the creature which is within range of me?

ALEX

Range for trident?

BEN

For touching. I don't have the trident anymore.

ALEX

For touching yeah.

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BEN

Do I get it back?

ALEX

It's a huge thing – it is not making any effort to stay out of your way.

BEN

Fantastic. I will convert a zone of truth into a cure moderate wounds.

ALEX

Okay.

BEN

And touch it. Do I have to beat his touch AC or I can just go “bob”.

ALEX

Beat its touch AC.

BEN

That's ... I'm in a roll of 17.

ALEX

Yeah, that's a hit.

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BEN

So that is I think, it's a two D6 or is it more than that? Second level cleric, two D8.

BRYN

Oh dear.

LYDIA

There's so many rules!

BRYN

Yes, we do!

ALEX

And all the magic! I mean that said, people often say that the rogues tend to be the most ruly of all of them because you have so much variety.

BRYN

I think in creation though like...

ALEX

Oh yeah.

BRYN

Day to day, once you've built your rogue, you're all right.

BEN

Nine – 9 positive energy.

ALEX

Okay.

BRYN

I really hope this is an undead and he doesn't just heal it.

BEN

I know it's undead. It might be a combination of undead and not undead, because we've seen that through the thing but I'm hoping that these kind of scary bobby things and it did do damage when I channelled positive energy.

ALEX

So...

BEN

Or seemed to have.

ALEX

You place your hand upon it and yeah, you channel the positive energy. You see rupturing all up the leg as all of the black piping and green piping just ruptures – again, spraying more liquid all over the place. It looks slightly

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unsteady but still mostly okay. The crack and the shattering heads up into the middle of the torso, however, from that point you notice that it doesn't spread throughout the whole thing – in fact, parts of it don't knit together as it were but you'll see effectively the parts of it that are containing sort of blue liquids, white liquids and things like that – it starts to actually glow a bit brighter and it starts to stand up a little bit straighter, so you get the impression that you've sort of ...

BEN

Yeah.

ALEX

Done as much harm as good.

BEN

Cool.

ALEX

Bertie, you're up.

JAMES

So you said that it's making no effort to get out of the way.

ALEX

It's making zero effort to dodge or whatever – it's mostly just “blah” attack.

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JAMES

Cool. On that basis it makes sense for Bertie to go for another power attack.

ALEX

It makes sense for Bertie to do...

JAMES

Positive energy bonus.

ALEX

It makes sense for Bertie to do whatever Bertie wants to do.

JAMES

Yes, that's perfectly true, thank you for respecting that choice – Bertie raises his sword over his head once again and brings it crashing down in the direction...

ALEX

Power attacking?

JAMES

Yes, power attacking.

ALEX

One, two or three?

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JAMES

Three.

ALEX

Okay.

BEN

Oh dear, so eight from your bonus, two from flanking, minus three from power attack is a total of ten.

ALEX

It's a glancing blow – it bats the attack off quite easily using its left arm. Nice try!

JAMES

Oh well.

ALEX

You can still move if you want.

JAMES

Why would I do that?

ALEX

I don't know! I feel like that's a very Bertie question!

Rusty Quill Gaming – [48] – [Ctrl! Alt! Destroy!]

(Group laughter)

ALEX

It's in front of me, I don't see any other...

JAMES

This is where I need to be!

(Group laughter)

ALEX

Sasha, you're up.

LYDIA

I'm gonna ...

ALEX

And you are so placed for sneak attack right now!

LYDIA

Sneak attacking all over that thing with my two daggers.

BEN

Yeah, do the two attack rolls.

Rusty Quill Gaming – [48] – [Ctrl! Alt! Destroy!]

LYDIA

Oh yeah, oh gosh yes I forgot that. *Sings* – do I even hit it at all. Four.

BEN

Four plus two from flanking, so six.

LYDIA

Six. So 19 and 16.

ALEX

19 and 16. Both hit!

EVERYBODY

Yay!

BEN

Bertie feels even more embarrassed about it.

BRYN

So we need to know each strike separately.

ALEX

Yes.

Rusty Quill Gaming – [48] – [Ctrl! Alt! Destroy!]

LYDIA

One D4 and two D6s so that is a total of 11.

ALEX

Mmm-mmm.

LYDIA

And the next one is a total of – I got 8! It's great to achieve things!

(Group laughter)

ALEX

Okay, so this time as you bury daggers into it and so on, one of them just sinks in and seems to do nothing, just nothing at all. The other one you manage to nick a pipe a bit but it just doesn't seem to be taking the damage as it should.

LYDIA

I just got lots of numbers though Alex, that's upsetting.

BEN

It might be immune to sneak attack damage which would be a bit sad.

ALEX

The creature then takes another swing at Bertie – darn you and you AC Bertie!

Rusty Quill Gaming – [48] – [Ctrl! Alt! Destroy!]

JAMES

So what happens? Do you want to describe your failure Alex?

(Group laughter)

ALEX

This is a high enough roll to have made contact but armour kind of clinched it for you. So it swings its arms and manages to glance your shield and you can just bat the attack off.

JAMES

Abort! Retry! Fail!

(Group laughter)

ALEX

It then swings round and takes a shot at Sasha.

LYDIA

No!!!

ALEX

And misses!

LYDIA

Yay!

Rusty Quill Gaming – [48] – [Ctrl! Alt! Destroy!]

ALEX

It's happening again.

BRYN

I love incompetent enemies!

(Group laughter)

ALEX

It's happening again. All of the weak old men, they total you.

LYDIA

How many weak old men are there going to be?

(Group laughter)

BEN

It's okay, it's just a giant monstrosity.

BYRN

That has a super computer.

LYDIA

Oh.

Rusty Quill Gaming – [48] – [Ctrl! Alt! Destroy!]

BRYN

A necromantic super ...

BEN

We'll probably be fine.

BRYN

It's all right.

ALEX

The voice from everywhere again – I'm sorry I didn't want to have to do this.

JAMES

You're rarely doing it as it is!

(Group laughter)

ALEX

Hamid, you're up.

BRYN

Yeah, I'm gonna cast on the magic missile, I'll still be super effective.

Rusty Quill Gaming – [48] – [Ctrl! Alt! Destroy!]

BEN

I mean, yeah.

BRYN

It doesn't ever miss.

BEN

Exactly, it's just really nice to roll some...

BRYN

That's a five and a three.

ALEX

Five and a three, okay. Zolf?

BEN

I am going to reach out, poke Bertie in the butt and a cast full strength to give you a plus four to your strength which effectively for you means plus two to hit and plus two to damage.

JAMES

Lovely.

BEN

For three minutes, the rest of the combat.

Rusty Quill Gaming – [48] – [Ctrl! Alt! Destroy!]

JAMES

Yeah.

BEN

Yeah.

(Group laughter)

BEN

So yeah.

ALEX

It's a big enemy but I'm not sure I would be willing to...

BEN

Combat rounds.

ALEX

30 rounds of combat.

BRYN

It just happens that unless you choose to ...

JAMES

That's fine, so it's a plus two to hit and plus two to damage.

Rusty Quill Gaming – [48] – [Ctrl! Alt! Destroy!]

BRYN

Yeah, you actually, you have effectively 20 strength now just in case we have to do strength checks and stuff.

JAMES

Okay.

BRYN

But what you care about is plus two to hit and plus two to damage.

JAMES

Cool, okay.

ALEX

Okay. Do you move at all?

BEN

It's what clerics actually do and I haven't been doing for the campaign. No, I will not.

ALEX

So, Bertie, you're now bigger, badder and stronger than ever.

JAMES

Yeah!!!!

Rusty Quill Gaming – [48] – [Ctrl! Alt! Destroy!]

ALEX

Facing an enemy who won't try and dodge!

JAMES

Yeah.

ALEX

Christmas came early twice.

JAMES

Bertie once again power attacks with the maximum plus three.

ALEX

Yeah, yeah, yeah.

JAMES

8.

BRYN

So 8 from there.

JAMES

16.

BRYN

Two from there.

JAMES

18.

BRYN

Two from flanking.

JAMES

20.

BRYN

Minus three from power attacks.

JAMES

17.

ALEX

It's a hit!

JAMES

Great.

ALEX

So for listeners, just to describe this cos we haven't actually described the scene much – we have Hamid who's backed off by about 20 feet going "poo-poo-poo-poo" towards the door, then we have Sasha...

BRYN

I'm doing that thing that I always got told for doing by drama teachers where I'm sort of like rocking back and forth in tiny half-sets.

(Group laughter)

BRYN

Because I'm not quite sure if I should be retreating to a wall or not.

ALEX

Then we have Sasha who's directly behind it, standing actually amongst the debris of what used to be control panels before it tore itself out of the wall, then we have Bertie and Zolf shoulder to shoulder blocking it off.

BEN

Not in any way shoulder to shoulder!

LYDIA

No, shoulder to knee!

BEN

He's in a wheelchair! It's shoulder to waist.

Rusty Quill Gaming – [48] – [Ctrl! Alt! Destroy!]

ALEX

But that said, like tactically speaking, you're in a very optimal position.

BEN

Also, can I just point out – I don't have any weapons. I lost my mace in the channel and my trident didn't come back.

ALEX

Well you should stop throwing stuff away!

BEN

I've no weapons and I'm wearing clothes.

LYDIA

In a wheelchair.

JAMES

That's an 8.

BRYN

Plus four from that.

JAMES

12.

Rusty Quill Gaming – [48] – [Ctrl! Alt! Destroy!]

BRYN

Plus 6 from power attacking.

JAMES

18.

BRYN

Plus 2 from that.

JAMES

20.

ALEX

Geez!!!

JAMES

Bertie sings “Daisy, Daisy, give me your answer do!”

(Group laughter)

LYDIA

Sings - I’ve plus one destroy everything!

BEN

Why do you sing that Bertie? I just like the song!

(Group laughter)

Rusty Quill Gaming – [48] – [Ctrl! Alt! Destroy!]

BEN

It's just my favourite song.

JAMES

Pretty words!

(Group laughter)

LYDIA

I like seeing the effect that it has on that floating GM.

Crosstalk 25:53.

BEN

The held up thumb of lyrics.

(Group laughter)

ALEX

So yeah, you sink your sword deep into its depths – parts of it bust and break – whole chunks of machinery just slough away from the waist – you've done very, very significant damage. It's clearly overwhelming it just by sheer amount of brute force which, given that that's what it was built for, is distressing me quite a lot.

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BRYN

This is the best way to destroy something with DR as well, as individual large hits rather than lots of small hits.

LYDIA

Hey some of us are trying really hard!

(Group laughter)

BRYN

No, I'm just saying in most situations, your method is actually just as effective.

BEN

If not better.

BRYN

Yeah, a lot of the time.

LYDIA

Thank you, yes, thank you yes.

ALEX

So Sasha, you're up.

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LYDIA

I think seeing that Bertie has the situation mostly in hand, I'm not gonna waste a bomb on it – it's looking like it's already staggering.

ALEX

It looks very dangerous.

BEN

Shove a bomb inside it.

LYDIA

That was, that's sort of, yeah, I think I'm gonna...

BEN

Like a reverse veterinarian.

(Group laughter)

LYDIA

I can't remember ...

ALEX

I would allow you to ...

Rusty Quill Gaming – [48] – [Ctrl! Alt! Destroy!]

BEN

Make a touch attack.

ALEX

Make a touch attack.

BEN

Amazing.

LYDIA

To shove a bomb in it and run away.

ALEX

Based on basically you're digging your arm into the bits that you've already damaged and just ramming a bomb in there.

LYDIA

Yeah, so I think, okay, I'm gonna do that.

ALEX

Okay.

LYDIA

I don't know what the range for splash...

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BEN

What the blast range is?

LYDIA

Yeah, yeah.

ALEX

I am gonna be ruling that myself and I'm not gonna be telling you, so...

LYDIA

Because it's buried in the machine.

ALEX

Yeah, yeah.

BEN

It's gonna be fine.

LYDIA

Right, I am gonna shove a bomb...

ALEX

Into it.

LYDIA

Right inside it, right, through the pipes that I've split and that I'm really annoyed didn't gush more liquid and didn't seem to do as much damage as I wanted.

BEN

If it had a mouth you could shove it down its throat.

LYDIA

Yeah it doesn't though. It's in a gaping wound on the offside.

BRYN

It's like the GM missed an opportunity to make us look over more.

BEN

So, it has no mouth but she must kill.

(Group laughter)

LYDIA

Yay!!! I'm gonna shove it inside.

ALEX

Yeah, give me the attack so roll me a D20.

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LYDIA

Oh.

ALEX

12?

LYDIA

Yeah.

ALEX

So, you plunge your hand forward – there's a moment where it's still tussling with Bertie and it looks like you've fumbled it – it looks like the bomb's about to drop out of your hand, you snatch it and then still manage to bounce it back inside.

BEN

Nice!

ALEX

All of you, there is a very loud (*sound of explosion*) and a gout of flames burst out from the right hand side of its torso. None of you take any damage.

LYDIA

Yay!

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BRYN

Yay!

ALEX

A small bit of shrapnel pings out – it briefly collapses down in on itself as if imploding.

BRYN

Good work Sasha.

ALEX

Tell me how much damage you dealt?

BRYN

Two D6 plus 1.

LYDIA

I can do this! I can do it! 7.

ALEX

So what is it hypothetically including splash damage?

LYDIA

9.

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ALEX

Okay.

BRYN

Well you could always roll max damage cos the explosion's inside it?

ALEX

I could. Bertie?

LYDIA

He's not a kind man.

BRYN

No.

ALEX

Okay yeah – so it looks like it sort of implodes in on itself, then you see as you're watching components of it reorganise themselves – it's not healing itself but components of it reshuffle – what was part of the arm before retraces itself and then bulks out a leg and it reconstitutes itself back up. It does not appear healed – it still appears very heavily damaged but it appears like it's basically rolling with whatever happened internally, because it's actual configuration is kind of optional. The voice again from everywhere goes, "it really didn't have to be like this, we could still just sit and talk".

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BRYN

Yeah, I 've got no sympathy for the super powerful malignant.

BEN

Malevolence.

ALEX

Malevolence.

BRYN

Malevolent AI.

LYDIA

Yeah, we know that you don't, you've made that clear.

ALEX

On more than one occasion.

LYDIA

Yeah, so some of us, some of us are fighting the monster but might have more complicated feeling about the metaphysics of the situation.

ALEX

So it swings for Sasha, it hits, it then takes a second attack again at Sasha. The second one doesn't hit.

LYDIA

Yah.

ALEX

So the second one, it buries itself in the wall and pulls itself out but the first one, deals... 7 damage to Sasha.

LYDIA

Oh brutal, brutal.

ALEX

It just clips you in the shoulder, it's just bludgeoning – bang – getting hit by stuff in the shoulder.

LYDIA

She's very good at taking hits.

ALEX

But the second one, you manage to duck and it swings over your head – that one that buries itself into the wall looks like it might have taken your head off. You get the impression that you may have come off a bit lightly, because it's got a real bit of power behind it.

LYDIA

Yeah.

ALEX

Hamid, you're up.

BRYN

They seem to be doing fine! I really think I should rush in and like help but I'm much safer where I am, drag you to safety. I cast another magic missile. I do five damage and two damage.

ALEX

Okay. Then Zolf, you're up.

BEN

Cool.

ALEX

You're stood there with no armour, no weapons.

BEN

I'm not stood there.

ALEX

Sorry!

(Group laughter)

BEN

I've had a bad day.

ALEX

You're having the worst day.

BEN

I'm having a pretty bad day, okay, so first thing I'm gonna do is I'm gonna touch Bertie's bum again.

(Group laughter)

JAMES

Any excuse!

LYDIA

High up on the thigh!

BEN

But in a good way, and I'm gonna cast guidance which will give you plus one as your next roll.

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ALEX

Okay.

JAMES

Plus one's my next roll of any kind or?

BEN

Yeah.

JAMES

Or just the next one?

BEN

Yeah, it's just the next one but I can do it – yeah, all right, plus one on an attack roll, saving throw or skill check?

JAMES

Okay.

ALEX

I think we can guess what's going to be the next roll!

BEN

I mean it's more just you just power attack forever and take no, you know, disadvantage and then I'm going to roll five foot to the side to kind of open up

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more room and then I'm gonna shout at the computer "well if you don't know what you're doing wrong then you deserve to die!"

LYDIA

Aw!

ALEX

Okay.

JAMES

Ignorance is no excuse.

BEN

No.

JAMES

All right, fair enough.

BEN

Especially when it's ignorant of "let's take over the world".

ALEX

Bertie, you're up and your buffed out the wazoo at this point.

JAMES

Yeah – let me show you my wazoo!

(Group laughter)

JAMES

As he heads once again with a maximum power attack blah-blah-blah, so again I'll need Bryn's maths help I think, so that is 8 plus 8 is 16, plus 2 to hit is 18, plus flanking is 20.

LYDIA

You're not flanking anymore.

BRYN

Yeah we are.

LYDIA

Oh right yeah.

Crosstalk 31:59 unclear.

JAMES

Plus 1 which is 21.

BEN

Minus three for being a power attack.

JAMES

Rusty Quill Gaming – [48] – [Ctrl! Alt! Destroy!]

Which is 18.

ALEX

It's a hit.

JAMES

Hurray! Damages Ben, 6 plus 4 plus 6.

BEN

Six for a power attack plus two for that.

JAMES

Cool, so that's 18, cool, 18 damage.

ALEX

What is it with you guys?

BEN

Power attacking is working!

JAMES

Yeah it is.

ALEX

I give you ...

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BEN

One point!

ALEX

Is this thing where it's like I have to be really careful of things like puddles, cos you're gonna drown yourself.

(Group laughter)

ALEX

But the second that the stake's high it's like oh, what's that? Oh just, I just did 28 damage.

BRYN

But this is what happens when we start trying!

(Group laughter)

JAMES

That's how luck works!

(Group laughter)

ALEX

You reach out, and you bury the sword and this is a killing blow, so describe it as you see fit – it is a killing blow.

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LYDIA

Oh God, is it gonna fall on Sasha?

(Group laughter)

BRYN

It's gonna fall on the guy in the wheelchair!

LYDIA

It is, it is literally like with its hands stuck in a wall over me while you attack its back.

BEN

So you're at the mercy of James' narrative.

(Group laughter)

LYDIA

Oh gosh.

ALEX

That is not a place you want to find yourself.

JAMES

Raises the sword, he swings at the side, as the monster is lurching towards Sasha it's partially retreating from him, so he attacks it from essentially the

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sort of side by three-quarters around, and it just neatly bisects one pseudo leg, neatly bisects the other ...

ALEX

The only thing I would say is there is no neatness here!

(Group laughter)

ALEX

There is nothing neat about this!

JAMES

All right.

ALEX

It's an amalgamation ...

LYDIA

Metally bisects!

(Group laughter)

JAMES

Yeah, yeah.

ALEX

It is an amalgamation of every piece of technology that's ever failed you when it shouldn't have.

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JAMES

Right.

ALEX

There's nothing neat here.

LYDIA

It's a sound board, an iPad and a drill.

(Group laughter)

JAMES

Right, so it's...

LYDIA

Sellotaped together in a way, and so loosely that they rustle around when you're trying to record something.

JAMES

So Bertie essentially cuts off the Gameboy's **unclear 33:51** at both legs.

(Group laughter)

JAMES

The legs just kind of flop on to the floor and the remaining very heavy torso just crashes down on top of them, smashing them to bits and spreading all the bits all over the floor like micro-machines on a darkened landing.

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(Group laughter)

ALEX

Love it! Everyone give me a perception check.

LYDIA

Oh dear.

BEN

Oh! Crit fail!

ALEX

Okay.

BRYN

20.

ALEX

20.

JAMES

17.

ALEX

17.

LYDIA

15.

ALEX

15, okay. You...

LYDIA

Fall over on your own face.

BEN

Yeah.

ALEX

You think that you see someone running past the doorway into the entrance hall.

BEN

Okay.

ALEX

That's the prime thing that you take away.

BEN

Yeah.

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ALEX

Everyone else, the second...ha-ha – Ben is just covering his ears there!

BEN

I want to be accurate!

ALEX

The second that the creature falls to the ground, you're finally able to hear the cacophony that has been happening outside of this room. There is the distinct sounds of shattering glass, groaning machinery, a lot of mechanical things are in a lot of pain outside of that door. You're still in initiative order.

In the voice of the "machinery" "Please don't... it could be better, unclear 35:08".

You're still in initiative order – with that in mind, Sasha, what do you do?

LYDIA

Grab the back of Zolf's wheelchair and try and go towards the door as fast as I can.

ALEX

Okay.

BEN

Is someone out there?

LYDIA

There's a lot out there! There's brains, there's a lot of people, I know.

BEN

No, a person running around?

ALEX

Hamid, you're up – what do you do?

BRYN

So earlier I noticed the bits of machinery that hadn't yet started failing. I focussed on one that I think is important and cast acid splash.

ALEX

Okay. So you're acid splashing what remains of the bits that aren't already exploding.

BRYN

Yes, everything here will be destroyed.

BEN

Right, well I'm being wheeled around so I'm just going to... actually I'm going to reach back and poke Sasha's hand and give you guidance and shout out "well the price you're paying is not learning".

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LYDIA

Oh good line!

ALEX

Bertie, you're up.

LYDIA

I think there's a reaction you deserve for that!

JAMES

The audience will know!

ALEX

They heard, they heard!

JAMES

I think the essence with the targets is that Bertie's just gonna start laying into the control panels.

ALEX

Sure.

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BRYN

Yes, correct.

JAMES

Yeah.

ALEX

So you're both just "argh, stamp-stamp, crush, stamp, kill, stamp".

JAMES

Yeah.

ALEX

Okay, that's fine. So, all of you hear this now – there is a large explosion from the room outside of this room, so the room containing all of the brains. There is the distinct sound of things collapsing.

LYDIA

This is the room that contains the way out.

ALEX

Yes. Sasha, you're up.

LYDIA

I'm gonna pull Zolf through the door and survey the scene – where is the way out?

ALEX

It is absolute chaos – as you are looking random columns are just exploding – it looks like maybe a pressure explosion or something – there are gushes of this fluid are starting to spread all over the floor: column after column is pop-pop-pop. Obviously, it's a really large room so that means it's happening randomly from random places at all times – chunks of glass the size of your head are flying outwards from them and then falling to the ground, maybe 60 yards distant from the exploding columns. The ceilings that were connected to the columns are also, once those tubes have been removed, starting to sag and then chunks of it are just falling downwards.

BEN

Structural brains!

[Group laughter]

ALEX

The voice which has been coming from everywhere again speaks out, however, it's heavily distorted.

As the voice of the machinery "Unclear 37:42"

And then there is a high-pitched squeal and then silence. Apart from of course the massive exploding room that you're all inside. So, with the walls caving in, the ceiling caving, exploding brains and a smashed and crushed keyboard...

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[Group laughter]

ALEX

I think I'm gonna have to end the episode there and come back next week!

JAMES

I should say for the benefit of the listeners, I've actually been doing that cod impression for more or less the whole episode!

[Group laughter]

ALEX

It was stunning, it was amazing!

LYDIA

Yeah, I almost wanted chips and vinegar!

EVERYONE

Bye!

[Show Theme - Outro]

ALEX

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